



BANDAI® *Instruction Booklet*

GOLF

Challenge Pebble Beach

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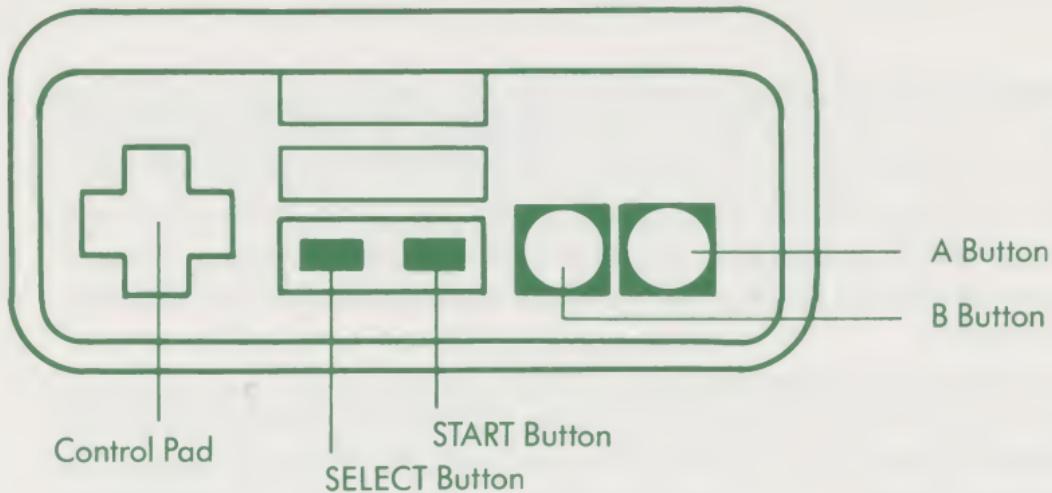
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Bandai Golf: Challenge Pebble Beach with its beautiful seaside view, varying wind conditions, different club and shot selections is a super-realistic golf game that brings real golfing challenges to your NES. YOU can control the ball's flight, direction and spin through different shot and club selections. The course has challenging geographical features including slopes, rises, bunkers, and water hazards (including an ocean)!

The game screen gives you both a bird's-eye view and a cross-sectional view of each hole, and both are displayed at the top of the screen. Two different close-ups are used for the greens and their surroundings. The accurate display of the course obstacles are vivid and real. **Bandai Golf: Challenge Pebble Beach** is a full 18 hole course for 1 or 2 players. Each player can input their individual handicaps and has the option of teeing off from either the back tee (for real pros) or the regular tee.



How to Operate the Controller

A Button: Push to enter selections, and continue to next hole, for select window to view close-ups of the green, push to hit ball:

- (1) Start backswing.
- (2) Start downswing.
- (3) Impact ball.

B Button: Use in "Course" and "Shot" modes to return to select window.

Control Pad: Push up and/or down for tee, handicap, club, and 1-2 player selections. Push left and/or right to view course, select type of shot, select number column in "Handicap Mode," and to select ball direction.

Start: Push to begin game.

Select: Not used.

How to Play the Game

Start

Title *Title Music

Screen

Push Start

1 Player Choose 1 or 2 players by pushing the control pad up
2 Player or down.

selection Push A to enter selection.

Regular tee Select tee position by pushing up or down on control pad.

Back tee
selection Push A to enter selection.

Handicap *Players choose handicaps on their own controllers.

1 player Select handicap by pushing up or down on pad.

2 player Push pad left or right to select number column.

Push A to enter handicap selection.

*36 is the highest handicap.

• 1 PLAYER
2 PLAYERS

HANDICAP?
1P 21
2P 36

Score card

Screen *Handicap will appear in the player's handicap slot. Push A
Indicator or B to move on.

Hole scene indicator (a picture of the hole where the ball is located will appear).

Push A to move on.

*Select window (will appear in cross section view at top of the screen).
SHOT—club and direction selection.

COURSE—pan shot of whole course.

SCORE—score card screen.

Select green by pushing up or down on pad.

Push A to enter decision.

IN 11 CLUB 1W WIND
 379 9 1P STROKE 1 SCORE -29
 PAR 4 2P STROKE 0 SCORE -29

NO	SCORE CARD					
	DRCK	LED	PAR	HDC	1P	2P
1	976	345	4	10		
2	443	345	4	10		
3	443	367	4	12		
4	352	321	4	16		
5	192	185	4	14		
6	529	491	4	10		
7	177	149	4	10		
8	472	436	4	6		
9	508	465	4	9		
10	430	399	4	9		
11	389	329	4	9		
12	204	176	3	12		
13	295	326	4	9		
14	569	527	4	13		
15	415	321	4	11		
16	404	372	4	11		
17	212	178	3	13		
18	575	538	7	2		
Total					24	36
HANDICAP NET SCORE						

COURSE Window (When you select COURSE).

Push left or right to move course in direction you want to view.

Push B to return to select window.

Push A for close up of course.

Close up of surrounding area of green (still shot).

Push A to move on.

Push B for select window.

Close up of green (still shot).

Close up of the grain of the turf on the green.

Push B for select window.

***SCORE**

When you choose score card mode, score card screen will appear.

Player's most current score will appear.

Push B for select window.



*SHOT Screen

When you choose this screen, club and direction screen will appear.

Push up and down on control pad to select club. (CLUB Indicators)

*Putter cannot be selected when teeing off.

Push left or right for ball direction.

Push A to enter selection.

Player and swinging bar will appear.

Move control pad left or right to pick type of shot.

*The A button is used to control shot.

Push A to start backswing.

Push A again to choose size of swing. (club stops, starts downswing)

Push A again to hit the ball.

*The height of the ball is determined by where contact is made on the ball.

Note: You may push B (before hitting the ball) to return to the select window, so that you can change club or shot direction.

Screen indicator will show ball's condition, position, and remaining distance to the hole.

1. Fairway	5. Green	8. Trees
2. Rough	6. O.B.	9. Woods
3. Heavy Rough	7. Water Hazard	
4. Bunker		

Push A for select window.

- * If the position where the ball lands is close to the green, then a close-up shot of the green and its surroundings will appear.
- * When the ball lands on the green, a close up of the green will appear on the screen. > 's mark indicates the direction of the grain of the turf.
- * When the ball is on the green, the putter will automatically appear. Select the direction of the PT by moving the control pad left or right. (You can move the PT 360°)

Push A to enter selection.

OUT 1 CLUB 1W WIND
335 y 1P STROKE 1 SCORE 10
PAR 4 2P STROKE 0 SCORE 10



OUT 1 CLUB 1W WIND
335 y 1P STROKE 1 SCORE 10
PAR 4 2P STROKE 0 SCORE 10



- *When putting, the player will be represented by a swinging bar.
- *PT works the same as other clubs. (Press A once for size of shot, then again to putt ball.)

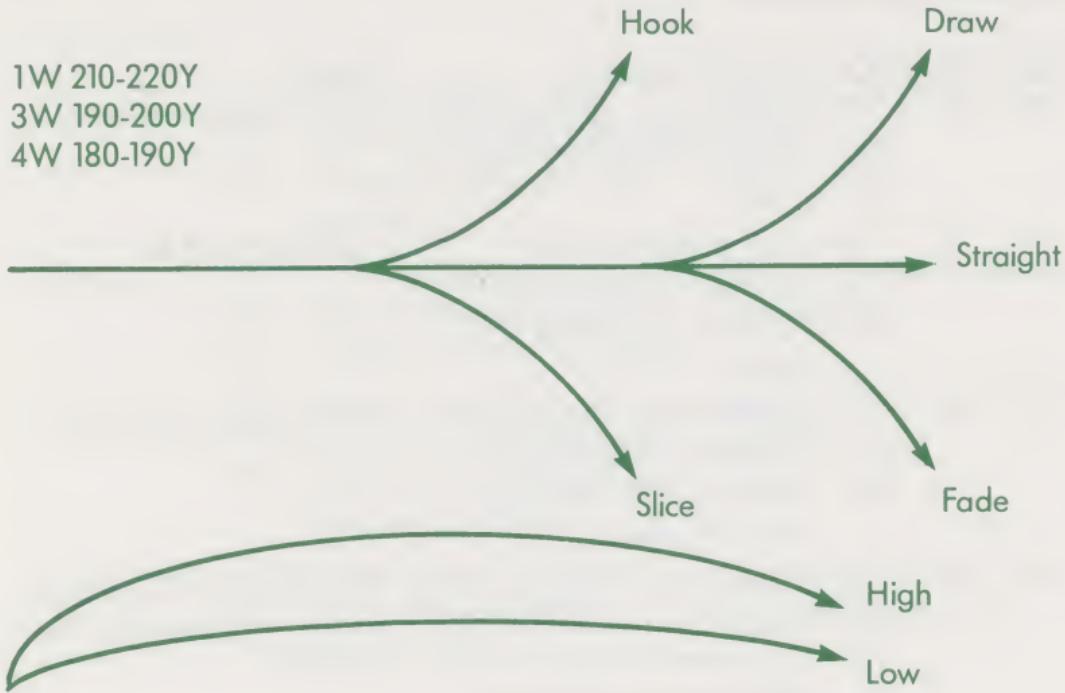
When you sink your putt, and depending on the number of shots, the following will appear on the screen:

*Double Eagle *Eagle *Par *Bogey
*Double Bogey *Triple Bogey *??? (If more than Triple Bogey)

Push A to continue on to next hole.

- *When you finish 18 holes, your scorecard will appear on the screen until the start button is pushed for a new game.

1W 210-220Y
3W 190-200Y
4W 180-190Y



Game Description

Hole	Par	HDC	Hole Features	Wind
1	4	8	Gentle rise, dogleg right. 376 Be careful of trees on 335 right!	Weak headwind from L.
2	5	10	Lots of distance, but 512 straight and level. Bunkers 443 in front of fairway and green.	Tailwind from R.
3	4	12	Gentle rise, dogleg left. 414 Trees and hollow on 367 leftside with bunker in front of green.	Occasional headwind.
4	4	16	Gentle rise. Ocean on the 352 right. Bunkers in fairway 321 and green. Perfect shot distance and direction required.	Tailwind from R. Strong ocean breeze in last half of hole.

5	3	14	Short uphill hole with	Frontal wind that often
		147	surrounding trees. Bunker	swirls.
		185	in front of green. 1 shot	
			approach.	
6	5	2	Front half flat, rising in	Sidewind and headwind
		520	back. Dogleg right, sea	from the R.
		491	on right. 2nd shot critical.	
7	3	18	Short rise with beautiful	Headwind and sidewind
		177	viewpoint. Short distance,	from R.
		149	but be careful of bunkers	
			and ocean breeze.	
8	4	6	1st half rise, 2nd half	1st half tailwind from R.
		472	slope. Has over-the-	2nd half headwind.
			ocean shot.	

9	4	4	Long slope, trees in 508 fairway. Overshooting the 465 green gives your ball a bath.	1st half tailwind from R. 2nd half tailwind from R.
10	4	7	Slight rise with ocean on 430 the right and behind 399 green. Bunker on left.	1st half headwind from R. 2nd half tailwind from R.
11	4	5	Gentle rise with big 389 bunkers on left and 379 protecting green.	Tailwind from back and L.
12	3	17	Slope with bunker in front 204 of green. 175	Weak sidewind and headwind from L.

13	4	9	Slight rise. Be careful of 395 trees on right side! 371	Sidewind from L. Occasional headwind from L.
14	5	1	Long, right dogleg. 569 Green situated on high 557 mound, with trees and bunker in front.	Tailwind from L.
15	1	13	Medium length hole that 415 requires hitting ball over 371 trees.	Headwind.
16	4	11	Gentle slope, Bunkers 404 that surround green are 372 difficult.	Headwind from L.

17	3	15 212 178	Short hole, strong ocean breeze. Wide green and big bunkers. Requires accurate distance and direction on shots.	Sidewind and headwind from L. Occasionally strong.
18	5	3 575 558	Longest hole with great view. 1st shot is critical.	Strong sidewind from L. 2nd half headwind from L.

Game Rules and Notes

1. Your score will only be counted as high as 3 times par.
Example: A par 4 hole will have a high score of 12.
Anything higher will not be counted.
2. If you do not push the shot (A) button after starting the backswing, the shot will not count.
3. If a player does not set the size of the swing at the left side of the swinging gauge, then the ball cannot be struck. The shot will not count.
4. When using the cross-sectional view the position of the ball may appear to be buried in the ground, or hovering in the air due to the contour of the course.

Places on the course where clubs can be used.

1. TEE SHOT

1W 3W 4W 1I 4I 5I 6I 7I 8I 9I PW SW

2. FAIRWAY

3W 4W 1I 3I 4I 5I 6I 7I 8I 9I PW SW

3. ROUGH

3I 4I 5I 6I 7I 8I 9I PW SW PT

4. HEAVY ROUGH

5I 6I 7I 8I 9I PW SW

5. TREES and BUNKERS

7I 8I 9I PW SW

6. GREEN

PT

*Depending on the position of the ball, the player can choose the appropriate club by referring to this guide.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY:

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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